

CLAIMS

What is claimed is:

1. A throwing amusement device comprising:
 - a) a throwing element made up of two end elements fixedly connected together by a length of non-rigid material;
 - b) a target element made up of a member or bar that would allow the throwing element to temporarily attach to the target element, when the throwing element is launched at the target element and strikes said target element..
2. The device of claim 1 whereby the throwing element includes two end elements having approximately equal weight and shape.
3. The device of claim 1 whereby the throwing element includes two end elements having spherical shapes.
4. The device of claim 1 whereby the throwing element includes two end elements having a square shape.
5. The device of claim 1 whereby the throwing element includes two end elements consisting of two golf balls.
6. The device of claim 1 whereby the throwing element includes two end elements consisting of two golf balls and the non-rigid material connecting them is a nylon rope.
7. The device of claim 1 whereby the target element is made up of a member substantially parallel to the ground or playing surface and held in position by two other members, which are connected to opposite ends of the first member and being substantially perpendicular

to the ground, with the opposite end from the first member of said perpendicular members being fixed to the ground or playing surface such that the target element will not be knocked over when struck by a throwing element.

8. The device of claim 1 whereby the target element is made up of a several members all substantially parallel to the ground or playing surface and held in position by two other members, substantially perpendicular to the ground with the perpendicular members being connected to each end of a parallel member, where the parallel members are spaced some distance apart, with the opposite end from the parallel member of said perpendicular members being fixed to the ground or playing surface.

9. The device of claim 1 whereby the throwing element includes two end elements consisting of two golf balls, the non-rigid material connecting them is a nylon rope and the target element is made out of several pipes which are substantially parallel to the ground or playing surface and held in position by other pipes, substantially perpendicular to the ground, with the perpendicular pipes being connected to the ends of the parallel pipes, which are equally spaced from each other, with the opposite end of said perpendicular pipes being fixed to the ground or playing surface.

10. A method of using the throwing amusement device comprising:

- a) two teams including at least one member;
- b) each team member launches at least one throwing element at the target element in an effort to temporarily attach the throwing element to the target element;
- c) team members are awarded points if they are successful in getting a

throwing element to temporarily attach to the target element;

- d) the team which reaches a certain predetermined level of points is declared the winner.

11. The method of claim 10 whereby each team member has multiple throwing elements and each member alternates the throwing of the throwing elements with the other team members, until all throwing elements have been thrown.

12. The method of claim 10 whereby each team member has multiple throwing elements and each member alternates the throwing of the throwing elements with the other team members, until all throwing elements have been thrown. Additionally, each team member would be free to attempt to knock free the other team's throwing elements, that have been temporarily attached to the target element.

13. The method of claim 10 whereby each team member has four throwing elements and each member alternates the throwing of the throwing elements with the other team members, until all throwing elements have been thrown and each team member would be free to attempt to knock free the other team's throwing elements, that have been attached to the target element.

14. The method of claim 10 whereby each team member is only awarded points if a throwing element remains on the target element at the conclusion of all players launching their throwing elements.

15. The method of claim 10 whereby different points are awarded based upon different areas or levels of the target element.

16. The method of claim 10 whereby each team member has four throwing elements and each member alternates the throwing of the throwing elements with the other team members,

until all throwing elements have been thrown and each team member would be free to attempt to knock free the other team's throwing elements, that have been attached to the target element and further whereby different points are awarded based upon different areas or levels of the target element and each team attempts to reach 21 points exactly, before the other team, and whichever team reaches 21 points first, wins the game.